

In the Claims:

Claims 17, 21 and 23-30 are present. Claims 17, 21 and 23 are amended herein.

1-16. (canceled)

17. (currently amended) A device ~~for playing a space game~~ being a random number generator for playing a space game of chance, comprising:

~~game elements, consisting a source of random events for random number generation in a form of meteorites and space waste, waste randomly moving in space outside the Earth and interpreted as game elements;~~

~~a game event means for assessment means of random events interpreted as game events, located on board a space vehicle and being in form of game fields reliably separated from each other and provided with identification markers, and~~

~~a technical facility for registering a game registration of said random events, defined as collisions of some game fields with one or more of said game elements, said technical facility located on board a space vehicle and comprising sensors generating signals about collisions to be included into the game event occurrence data, along with information about exact game field identification marker and exact time of each collision;~~

a clock for registration of time of the said random events,

and

a technical facility for forming the random numbers on the basis of identification markers and time of collisions, and

a technical facility for enciphering the random numbers, and

a telemetry channel for transmitting said game event occurrence data the enciphered random numbers from outside the Earth to the Earth ~~to be consequently awarded to a player for use in a space game;~~

a ground technical facility on the Earth for receiving and deciphering the telemetry signal, said technical facility including a computer receiving, processing and outputting results from the deciphered telemetry signal, said outputted results being used to determine awards to players for use in a space game of chance.

18. (canceled).

19. (canceled).

20. (canceled).

21. (currently amended) A method of playing a space game using the device for playing a space game comprising of chance using a random number generator comprising the following steps:

a. ~~actuation of the device for playing a space game~~ making active sensors and technical facilities of the device for playing

a space game of chance being a random number generator (RNG) of claim 17;

b. providing gamblers with options to make bets on forecasts ~~in which of random numbers in form of time span and with which identified exact identification markers of game fields the collisions of to incur collisions with the game elements will be registered; and~~

c. providing gamblers with random numbers generated on the basis of exact collisions; and

~~[[c.]] d.~~ determining winners and paying off the prizes in accordance with the bets made.

22. (canceled)

23. (currently amended) The device for playing a space game of chance according to claim 17, further comprising a display for displaying at least a portion of said outputted results.

24. (previously presented) The device according to claim 23, wherein said display comprises a computer monitor.

25. (previously presented) The device according to claim 23, wherein said display comprises a television receiver.

26. (previously presented) The device according to claim 23, wherein said display comprises a radio receiver.

27. (previously presented) The method according to claim 21, further comprising the step of displaying at least a portion of said outputted results.

28. (previously presented) The method according to claim 27, wherein said display comprises a computer monitor.

29. (previously presented) The method according to claim 27, wherein said display comprises a television receiver.

30. (previously presented) The method according to claim 27, wherein said display comprises a radio receiver.